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Subject: Re: Work is being resumed on scripts for Renegade

Posted by [dblancey1](#) on Tue, 12 Aug 2014 17:23:43 GMT

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jonwil wrote on Mon, 11 August 2014 17:06l just tested with the latest WIP code and I am unable to reproduce the issue dblancey1 is having with seasidecanyon.

Calling it "fixed" until I get evidence otherwise.

I suspect some of the changes made in 4.2 to make stuff that worked in pkg files work in ttf files may have fixed this issue as well.

However to test the issue on this map the easiest way is to buy a medium tank. If its the stock medium tank the its working as it should. If its the medium tank with the rails around the turret then its not working. On my machine it would give you the ones with the rails. The purchase terminal shows up correctly on the clients but the server is still using the one from the map.

Another test would be to buy the mlrs and see if it gives you the one with the rotatable turret or the stock one. I think on that map nod only has a recon bike as well in the APC slot so if you try to buy the APC with my package it would give you a recon bike instead.

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